

601 764,149

## CLAIMS AS FILED - PART I

	(Column 1)	(Column 2)
TOTAL CLAIMS	15	
FOR	NUMBER FILED	NUMBER EXTRA
TOTAL CHARGEABLE CLAIMS	15 minus 20 =	0
INDEPENDENT CLAIMS	2 minus 3 =	0
MULTIPLE DEPENDENT CLAIM PRESENT		<input type="checkbox"/>

\* If the difference in column 1 is less than zero, enter "0" in column 2

## CLAIMS AS AMENDED - PART II

AMENDMENT A	(Column 1)	(Column 2)	(Column 3)
	CLAIMS REMAINING AFTER AMENDMENT	HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
Total	15 Minus	20	-
Independent	2 Minus	3	-
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM			

SMALL ENTITY		OTHER THAN SMALL ENTITY	
RATE	FEI	RATE	FEI
BASIC FEE	385.00	OR BASIC FEE	770.0
X\$ 9=		OR X\$18=	
X43=		OR X86=	
+145=		OR +290=	
TOTAL		OR TOTAL	770

SMALL ENTITY		OTHER THAN SMALL ENTITY	
RATE	ADDI- TIONAL FEE	RATE	ADDI- TIONAL FEE
X\$ 9=		OR X\$18=	
X43=		OR X86=	
+145=		OR +290=	
TOTAL ADDIT. FEE		OR TOTAL ADDIT. FEE	

AMENDMENT B	(Column 1)	(Column 2)	(Column 3)
	CLAIMS REMAINING AFTER AMENDMENT	HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
Total	11 Minus	20	-
Independent	2 Minus	3	-
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM			

RATE		RATE	
ADDITIONAL FEE		ADDITIONAL FEE	
X\$ 9=	—	OR X\$18=	—
X43=	—	OR X86=	—
+145=	—	OR +290=	—
TOTAL ADDIT. FEE		OR TOTAL ADDIT. FEE	

AMENDMENT C	(Column 1)	(Column 2)	(Column 3)
	CLAIMS REMAINING AFTER AMENDMENT	HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
Total	11 Minus	20	-
Independent	2 Minus	3	-
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM			

RATE		RATE	
ADDITIONAL FEE		ADDITIONAL FEE	
X\$ 9=	—	OR X\$18=	—
X43=	—	OR X86=	—
+145=	—	OR +290=	—
TOTAL ADDIT. FEE		OR TOTAL ADDIT. FEE	

8-9-06

- If the entry in column 1 is less than the entry in column 2, enter "0" in column 3.
- If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20".
- The "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3".
- The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.